

NOTICE

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS, OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR ELECTRONIC ARTS WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

Team names, logos, and helmet designs are registered trademarks of the NFL and its member clubs.

EA SPORTS, the EA SPORTS logo, and John Madden Football are trademarks of Electronic Arts. All rights reserved.

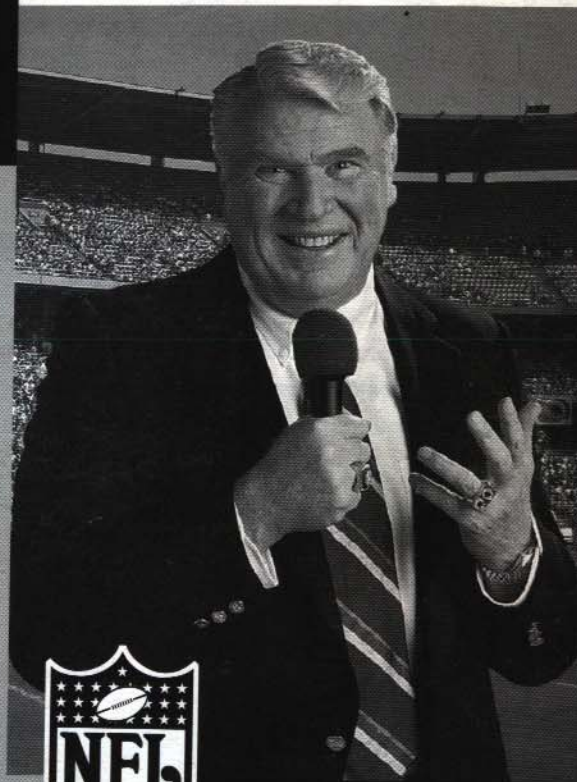
Documentation and software is ©1994 Electronic Arts. All rights reserved.



3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company.

ELECTRONIC ARTS®

EA SPORTS™
P R E S E N T S



**JOHN
MADDEN
FOOTBALL™**

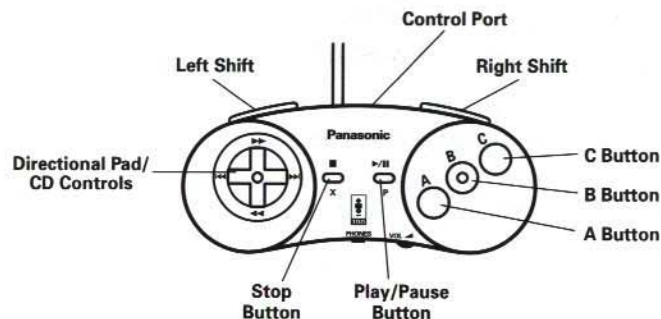


WARNING: READ BEFORE USING YOUR 3DO SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



CONTROL SUMMARY



PAUSING THE GAME

- Press **PLAY/PAUSE**

KICKING

- Kick the ball:
 - 1) Press **C** to set the kicker in motion.
 - 2) Press **C** when black bar reaches top of Power Meter to kick ball. The higher the bar, the farther the kick.
- Aim the ball: D-Pad **LEFT/RIGHT** while Power Meter is in motion.
- Move the kicking team to onside formation left before the kick: Press
 - 1) **A** to call an audible
 - 2) **C** to shift the players

Note: When your team is in onside formation, the kick meter changes proportionally so that maximum power equals about 15 yards.

- Move the kicking team back to its original formation after you've called an audible:
 - 1) **A** to call an audible
 - 2) **B** to position team.



RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Take control of kick returner:
D-Pad **UP/DOWN/LEFT/RIGHT**.
- Move team into onside formation:
 - 1) **A** to call an audible
 - 2) **C** to shift players

NOTE: Press **A** then **B** to return to regular formation.

BEFORE THE SNAP OFFENSE

- Snap the ball: **C**
- Call fake snap signal: **B**
- Call an audible (a different play at the line of scrimmage):
 - 1) Press **A** The audible indicator appears on the screen.
 - 2) Press **A**, **B** or **C** to select designated plays. (See *Calling an Offensive Audible* on page 14.)
- Set a man in motion: D-Pad **LEFT/RIGHT**

NOTE: The ball must be snapped before the 40-second Play Clock reaches zero or the offense will be penalized five yards for delay of game.

DEFENSE

- Control a different player: **B**
- Call an audible:
 - 1) Press **A** The audible indicator appears on the screen.
 - 2) Press **A**, **B** or **C** to select designated plays. (See *Calling a Defensive Audible* on page 17 to view a list of the game's audibles.)



AFTER THE SNAP OFFENSE

Running

- Dive: **A**
- Spin: **B**
- "Umph": **C**
- Change directions: D-Pad **UP/DOWN/LEFT/RIGHT**

Passing

- Call up Passing Windows: **C**
- Pass to the player in window A: **A**
- Pass to the player in window B: **B**
- Pass to the player in window C: **C**
- Stop Clock play: Hold **A** after previous play
- Hurry-Up offense: Hold **C** after previous play

Hold the button for a bullet pass or tap the button for a lob.

- Drop QB back or scramble:
D-Pad **DOWN/LEFT/RIGHT**

NOTE: When you take control of the quarterback by pressing the D-Pad, you must press **C** to call up the passing windows.

Receiving

- Take control of receiver: **B**
- Dive for the ball: **A**
- Raise hands to catch the ball: **C**

Note: You must take control of the receiver before you can make him dive or raise his hands.

Punting

- See Kicking above.



DEFENSE

- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Raise hands to block a kick or a pass at the line of scrimmage, or to intercept a pass: **C**

DURING INSTANT REPLAY

- Rewind: (hold) **A**
- Run the tape (slow motion): (hold) **B**
- Run the tape (frame by frame): (tap) **B**
- Run the tape (normal speed): **C**
- Zoom in: Directional Pad **RIGHT**
- Zoom out: Directional Pad **LEFT**
- Raise/Lower Camera: Directional Pad **UP/DOWN**
- Isolate a player: **LEFT** and **RIGHT** SHIFT button



CONTENTS

CONTROL SUMMARY	1
STARTING THE GAME	6
SETTING UP THE GAME	6
PLAYING A GAME	9
Coin Toss/Wind	9
The Scouting Report.....	10
Receiving the Kick	10
Kicking.....	10
Onside Kick	11
OFFENSIVE COORDINATION.....	12
Running.....	13
Passing.....	13
Calling An Offensive Audible.....	14
Hurry-Up Offense.....	16
Substitutions.....	16
DEFENSIVE COORDINATION.....	16
Calling A Defensive Audible	17
PAUSING THE GAME	18
Instant Replay	18
Calling A Time Out	19
Turn Comments On/Off.....	19
ENTERING THE PLAYOFFS.....	20
FORMATIONS, PLAYS AND ALIGNMENTS.....	21
TEAMS	31
CREDITS	32



STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert your game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few seconds, turn OFF the player and begin again at step 1.)

SETTING UP THE GAME

Use the Game Set-up screen to customize your contest.

- Cycle through options: D-Pad **UP/DOWN**.
- Cycle through choices for the selected option: D-Pad **LEFT/RIGHT**.



PLAY MODE

1-PLAYER-HOME: You are the home team playing against the 3DO.

1-PLAYER-VISITOR: You are the visiting team playing against the 3DO.

2-PLAYER: You play against a friend. Available only in Preseason or Regular Season modes.

Note: If you're playing with two players, you'll need to plug a second Control Pad into the port on Control Pad 1. See your 3DO manual for more information.

DEMO: You watch a demonstration of the game.

GAME MODE

PRESEASON: Stats and win/loss records don't accumulate; passes are easier to catch, your players are harder to tackle and your defense tackles better.

REGULAR SEASON: The same as Preseason, but everyone plays harder!

NEW PLAYOFFS: 1994 Playoffs: Six NFC teams and six AFC teams compete for the Super Bowl Trophy.

CONTINUE PLAYOFFS: Resume a tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

NEW ALL-TIME PLAYOFFS: Play a tournament with eight Championship teams.



CONTINUE ALL-TIME PLAYOFFS: Resume an All-Time tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

To learn more about the playoff tournament, turn to ENTERING THE PLAYOFFS on p. 20.

HOME TEAM

Select the team playing for the home crowd.

VISITOR TEAM

Select the visiting team.

Note: When you're playing in a tournament, the 3DO decides which player is the home team.

QUARTER LENGTH

5 MINUTES
10 MINUTES
15 MINUTES

STADIUM

DOME
Open-Grass
Open-Turf

WEATHER

The weather can affect a game in an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

FAIR
WIND
RAIN
SNOW
VARIABLE



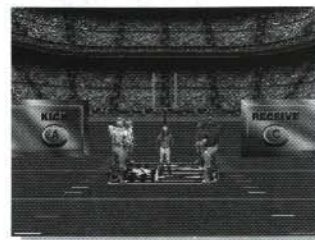
When you've set up the game to your liking, press **PLAY/PAUSE**.

PLAYING A GAME

COIN TOSS/WIND

Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive, and the loser must choose which goal his team will defend in the first half.

Choose **A** for Heads or **C** for Tails before the coin is tossed.



If you lose the toss, you must choose a goal to defend. Look at the flag to see which direction the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **A** or **C** to choose a side to defend.



THE SCOUTING REPORT

From the Game Set-Up screen, press **A** to receive the *Scouting Report*, complete with video footage.

- To view the videos, Press **B** from the Scouting Report menu.

Each player on the roster is rated on a scale from 1 to 15. You can scout any team before the game, but while a game is in progress you can scout only the teams on the field. Press PLAY/PAUSE to pause the game, then select Scouting Report.

RECEIVING THE KICK

If you're receiving the kick, your return man automatically fields the ball and runs it back. You can take control of him as soon as the ball is kicked.

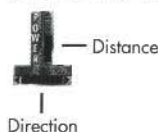
Press the D-Pad in the direction you want the player with the star to move.

To line up in inside formation:

- 1) Press **A** to call an audible
- 2) Press **C** to shift the players

Note: Press **A** then **B** to return to the previous formation.

KICKING



The following kicking instructions apply to kickoffs, punts, and field goals.



1. Press **C** to snap the ball and start the Power Meter moving upward.
2. To aim the kick, D-Pad **LEFT/RIGHT** after you press **C**.
3. Press **C** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball travels.

ONSIDE KICK

1. Press **A** to call an audible.
2. Press **C** to set the onside kick formation.

(If you change your mind and want to return to the normal kickoff formation, press **A** and then **B**.)
3. Press **C** to put the Power Meter in motion.
4. Press **C** again immediately while pressing the D-Pad **RIGHT**.

Note: When the kicking team is set in inside formation, the kick meter's range is reduced so that the maximum distance the ball can be kicked is 15 yards.



OFFENSIVE COORDINATION

John Madden Football™ allows you the choice to control a play from the moment the ball is snapped until the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation.



- To Select an offensive play:
 1. D-Pad **RIGHT/LEFT** to cycle through the player set types, then press **A**, **B** or **C** to select.
 2. D-Pad **RIGHT/LEFT** to cycle through the formations, then press **A**, **B** or **C** to select.
 3. D-Pad **RIGHT/LEFT** to cycle through the plays, then press **A**, **B** or **C** to select.

(See FORMATIONS, PLAYS and ALIGNMENTS on page 21 for descriptions of each formation and type of play.)

HINT: A fake snap might draw the defense offside. Press **B**.



RUNNING

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the D-Pad and the action buttons to move the ball carrier through the defense, or watch the 3DO execute the play you just called.

Dive	Press A
Spin	(hold) Press B
"Umph"	(tap) Press C

PASSING

There are three receivers for every passing play, represented by the **A**, **B** and **C** buttons.

After you snap the ball, you can let the computer execute the play, or you can press **C** to bring up the passing windows. Then press the button corresponding to the window of the intended receiver.

Pass to a receiver by pressing the corresponding button.

Hold the button for a bullet pass; tap it for a lob.



HINT: At the line of scrimmage you can send a receiver in motion by pressing the D-Pad **LEFT/RIGHT**.



TAKING CONTROL OF THE QUARTERBACK

If you move the quarterback out of the pocket or off his designed roll-out by pressing the D-Pad in any direction, the 3DO will no longer execute the play. Then it's up to you to press **C** to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as an orange, circled cross.

Press **B** to switch control to the intended receiver, then use the D-Pad to guide the receiver to the spot if he's not already there. Also, you can press **C** to raise the receiver's hands. This increases the chance of catching the ball.

Also, you can press **C** to raise the receiver's hands and jump. This increases his chances of catching a high pass.

- Dive for the ball: Press **A**
- Reach for the ball: Press **C**

CALLING AN OFFENSIVE AUDIBLE

There are three pre-programmed audibles in every formation for the offense:

- To Execute an audible:
 1. Press **A**. The Audible Indicator appears on the screen.
 2. Press **A**, **B** or **C** to select an audible.
 3. Press **C** to snap the ball. The play begins.



OFFENSIVE AUDIBLES

PRO FORM

- A** Play Action 1
- B** Halfback Toss
- C** Cross Pass

GOAL LINE

- A** Flood Left
- B** QB Sneak
- C** Play Action

SHOTGUN

- A** Halfback Toss
- B** Halfback Draw Trap
- C** Hooks

FAR

- A** Fullback Screen
- B** Halfback Trap
- C** Hooks

NEAR

- A** Fullback Circle
- B** Halfback Toss
- C** Play Action

RUN AND SHOOT

- A** Wide Receiver Screen
- B** Halfback Toss
- C** Deep Post

I FORMATION

- A** Quick Slant
- B** Halfback Sweep
- C** Wide Receiver Outs

SINGLE BACK

- A** Quick Screen
- B** Halfback Sweep
- C** Circle Pass



HURRY-UP OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage, where you can choose the formation and play, but not the players on the field.

- Press **C** right after the whistle.
- Press **A** right after the whistle to run the Stop Clock play.

SUBSTITUTIONS

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

- To replace your quarterback:
- 1) Press **PLAY/PAUSE** to pause the game, then D-Pad **DOWN** to SUB IN QB.
 - 2) Press **C**. Your quarterback is substituted, and you return to the playcalling screen.

Note: You can substitute your quarterback only between plays when you are on offense.

DEFENSIVE COORDINATION

As with the offense, the 3DO will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. If you don't choose a defense, your team runs the Madden-recommended play. (See page 29 for a description of each formation and alignment.)



After calling a defensive play, you can select the man you want to control by pressing **B** until the star appears under that player.

The most important command to know on defense is the **B** button. The **B** button switches your control to the defensive player closest to the ball carrier. Move your defender with the D-Pad.

- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or a pass at the line, or to intercept a pass, or to lay a heavy hit: **C**

CALLING A DEFENSIVE AUDIBLE

You call a defensive audible the same way you call an offensive audible.

GOAL LINE

Attack: Center: **A**

Cover: Safety Blitz: **B**

Read: Zone/Man: **C**

4-3

Read: Jam Middle: **A**

Attack: Mad Tiger Blitz: **B**

Cover: Short Zone 2: **C**

3-4

Attack: Jam Middle: **A**

Read: Monster Blitz: **B**

Cover: Medium Zone: **C**



NICKEL

Cover: Safety Cheat: **A**
 Attack: Mad Tiger Blitz: **B**
 Read: Prevent: **C**

DIME

Read: Safety Cheat: **A**
 Attack: Center Blitz: **B**
 Cover: Prevent 2: **C**

PAUSING THE GAME

You can pause the game at any time. The game clock stops running, and the Pause Menu appears. From this menu you can exercise many of the same options available in the Pregame Options Menu.

- To Pause the game: Press **PLAY/PAUSE**.

INSTANT REPLAY

You can view an instant replay after any play.

- Press **PLAY/PAUSE** to pause the game.
- Select Instant Replay, press **C**.
- Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.



Hold **A**: Rewind

Tap **B** repeatedly: Replay Frame by Frame

Hold **B**: Replay in Slow Motion

Press **C**: Replay at Normal Speed

D-Pad **LEFT/RIGHT**: Zoom in and out

D-Pad **UP/DOWN**: Raise and lower camera



If you wish to isolate a particular player or a particular portion of the field, use the Left and Right Shift buttons to position the circle over the player or portion of the field you want to isolate, then follow the above instructions.

CALLING A TIMEOUT

Each team is allowed 3 timeouts per half. A player can also pause the game at any time and as often as is necessary.

- Press **PLAY/PAUSE** to pause the game.
- D-Pad **DOWN** to highlight *Call Time Out*, then Press **C**.

TURN COMMENTS ON/OFF

John Madden Football features the original commentary of ex-NFL great, Super Bowl Champion and Emmy Award winning broadcaster John Madden. You can play the game with John Madden's insightful commentary, or you can play it and call it on your own.

- Turn Comments ON or OFF from the Game Paused screen:
 - D-Pad (**DOWN**) to *Turn Comments On/Off*.
 - Press **C**. You return to the Game Paused screen.

NOTE: Comments On is the default mode.

HALFTIME

At halftime, the Game Stats screen appears. D-Pad **DOWN** to view additional statistics. Press **A** to view the quarter-by-quarter scoring summary. While viewing the scoring summary, D-Pad **RIGHT** to advance to the next score. D-Pad **LEFT** to review a previous score.



ENTERING THE PLAYOFFS

John Madden Football features two types of playoffs: the New Playoffs, featuring the 1993 teams, and All-Time Great Playoffs, featuring the best teams ever. Both types of playoffs work the same way.

- To Enter the Playoffs: From the GAME SET-UP screen, D-Pad **LEFT/RIGHT** to highlight New Playoffs or All-Time Playoffs; then press **PLAY/PAUSE**.

The Tournament Tree appears. D-Pad **LEFT/RIGHT** to scroll through the tree. Press **PLAY/PAUSE** when you're ready to go to the Pregame show. The TEAM MATCH UP screen will appear before going to the coin toss.

Play a Playoff game as you would play a Season game.

AFTER A PLAYOFF GAME

After a playoff game, the DIVISIONAL PLAYOFFS screen appears.

SAVING THE PLAYOFFS

John Madden Football automatically saves your Playoffs or Season in progress, as long as you have finished a game.

- To Restore a playoff: Select *Cont. Playoff* or *Cont. All-Time Playoffs* from the Game Set-Up screen.



FORMATIONS, PLAYS AND ALIGNMENTS

Below is a list of the available formations. Following the formations are the plays and the most common alignments.

SHOTGUN

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He gets a deeper drop, which means more time to throw the ball.

RUN & SHOOT

This formation has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

PRO-FORM

This is a version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.

FAR and NEAR

These terms simply describe where the halfback lines up. He's either *far from* or *near to* the strong side of the offensive line. (That's the side where the tight end lines up.)

I FORMATION

Two backs line up directly behind the quarterback. A great formation from which to run dives, sweeps and screens.

SINGLE BACK

Two tight ends and one halfback make this a good rushing formation.

GOAL LINE

Two backs directly behind the quarterback and everyone else tight on the line make this a fine formation for short yardage situations.



OFFENSIVE PLAYS

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.



COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

DRAW

The opposite of a playaction pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.



CROSS

Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.

POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

OFFENSIVE ALIGNMENTS

The formations show how your offensive team lines up when you call certain plays (see OFFENSE, above). Remember: Not all plays are compatible with every formation. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS found in the Scouting Report. Here's an example of how they work.

From the Scouting Report you can find out who your fastest wide receiver is. You might want to call a play for him from the passing windows, if his hands are as good as his feet.

Normal/ PRO FORM

WR2	LT	LG	C	RG	RT	TE1	
			QB				WR1
		HB1		FB			



Normal/ SINGLE BACK

	HB1	LT	LG	C	RG	RT		WR1
WR2				QB			TE1	
							FB	

Normal/ NEAR

		LT	LG	C	RG	RT	TE1	
WR2				QB				WR1
							FB	HB1

Normal/ FAR

		LT	LG	C	RG	RT	TE1	
WR2				QB				WR1
							HB1	FB

Normal/ I

		LT	LG	C	RG	RT	TE1	
WR2				QB				WR1
				FB				
				HB1				

Normal/ GOAL LINE

	WR2	LT	LG	C	RG	RT	TE1	
				QB				WR1
				FB				
				HB1				

Normal/ SHOTGUN

			LT	LG	C	RG	RT	TE1	
WR2									WR1
		HB1							
					QB	FB			



Normal/ RUN & SHOOT

WR2		LT	LG	C	RG	RT		WR1
	HB1			QB			TE1	
				FB				

Big/ PRO FORM

TE2		LT	LG	C	RG	RT	TE1	
				QB				WR4
			HB1		FB			

Big/ NEAR

TE2		LT	LG	C	RG	RT	TE1	
				QB				WR4
				FB	HB1			

Big/ SINGLE BACK

	HB1	LT	LG	C	RG	RT		WR4
TE2				QB			TE1	
				FB				

Big/ GOAL LINE

TE2	LT	LG	C	RG	RT	TE1	
			QB				WR4
			FB				
			HB				

Hands/ PRO FORM

WR2		LT	LG	C	RG	RT	WR3	
				QB				WR1
			HB2		HB1			



Hands/ SINGLE BACK

	HB2	LT	LG	C	RG	RT		WR1
WR2				QB			WR3	
				HB1				

Hands/ I

WR2		LT	LG	C	RG	RT	WR3	
				QB				WR1
				HB1				
				HB2				

Hands/ GOAL LINE

	WR2	LT	LG	C	RG	RT	WR3	
				QB				WR1
				HB1				
				HB2				

Hands/ SHOTGUN

WR2		LT	LG	C	RG	RT	WR3	
	HB2							WR1
				QB	HB1			

Hands/ RUN & SHOOT

WR2		LT	LG	C	RG	RT		WR1
	HB2			QB			WR3	
				HB1				

Fast/ PRO FORM

WR2		LT	LG	C	RG	RT	WR4	
				QB				WR1
			WR3		HB2			



CREDITS

Design Adapted by
Strategy by
Software Engineering

Art Direction
Graphics

Project Director
Project Manager
Audio Director
Executive Producer
Associate Producer
Design Contributors
Testers

Player Ratings

Videography
Video Post Production

Video Narration
Package Design
Package Photography
Package Art Direction
Product Manager
Publicists
Documentation
Documentation Layout
Quality Assurance

Special Thanks

Ernest Adams
John Madden
Steve Sims, Monte Singman,
Emmanuel Berrie, Derrick Yim,
Craig Reynolds
Michael Becker
Willy Aguilar, Chuck Austen,
Jeff Jacka, Bob Rossman,
Jeff Smith
Kelly Pope
Lucy Bradshaw
Rob Hubbard
Scott Orr
Mike Rubinelli
Happy Keller, Mike Madden
Gordon Bellamy, Ken Rogers,
Greg Kawamura
James Bailey, Gordon Bellamy,
Mike Rubinelli
Mark Day
Jerry Newton, Stig Smith,
Michael Sweeney,
Ernest Adams
John Shrader
E.J. Sarraile Design Group
Henrik Kam
Nancy Fong
Gary Gettys
Dave Dempsey, Mary Snow
Jamie Poolos
Jennie Maruyama
Randy Eckhardt, Walt Ianneo,
Rich Rogers, Erik Whiteford,
Dave Schenone,
Pauly "Gern" Armatta
Steve Crane, Joe Madden, EA
SPORTS Marketing



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original disc to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-2787 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

In Australia and New Zealand, contact:
Electronic Arts Pty Ltd
P.O. Box 432
Southport Qld 4215
Australia

Within Australia call:
Phone: (075) 711 811

Within New Zealand call:
Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

In the United Kingdom contact:
Electronic Arts Limited
P.O. Box 835
Slough SL3 8XU, UK
Phone: (753) 546 465